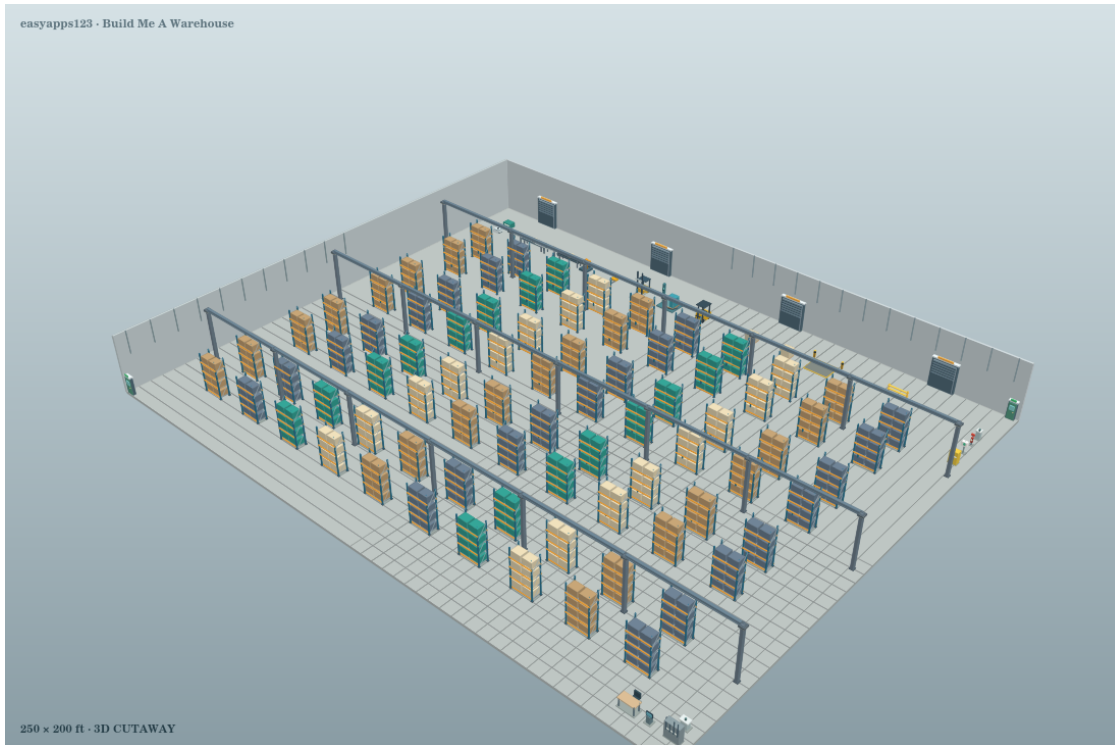


# Build Me A Warehouse

**USER INSTRUCTION MANUAL | OCTOBER 2026**



## Quick start

1. Open the app and choose your warehouse type, product focus and dollar budget.
2. Choose a stocked starter layout to learn the controls, or an empty warehouse to build from scratch.
3. Choose components, review each price popup and place them on the floor.
4. Check the Challenges tab, fix layout problems and keep spending below the budget limit.
5. Choose Finish & tour. A win requires every selected contract goal and a build within budget.

New to the workshop? Watch Auto Play Demo first. It shows a complete build in about 2 minutes 32 seconds at normal speed and preserves your own project.

[Open the app](#) | [Watch the demo](#) | [Read online](#)

## 02 / USER GUIDE

# Choose your warehouse and budget

The first choices define the business you are trying to build.

### Business and products

Choose from 24 warehouse types, including janitorial supplies, beverages, small parts, grocery, automotive, electronics, furniture, apparel and building materials. Product focus offers a mixed assortment or eight specific product choices for that business.

A stocked starter layout gives you a working example. Start empty gives you the same 50,000 sq ft floor without equipment. One project is saved separately for each industry on this browser and device.

### Choose a dollar budget

| Budget range                      | Maximum spending |
|-----------------------------------|------------------|
| Lean: \$75,000-\$150,000          | \$150,000        |
| Balanced:<br>\$150,000-\$250,000  | \$250,000        |
| High-tech:<br>\$250,000-\$450,000 | \$450,000        |
| Flagship:<br>\$450,000-\$750,000  | \$750,000        |

The upper end of the selected range is your spending limit. Spending less than the lower end is allowed. For a first attempt, Balanced provides more room to learn than Lean.

### Read the price popup before adding

Each component selection shows its price, your current build total, the total after adding it, and the money remaining. Choose Add to build, then tap the floor to place the piece. Cancel closes the popup without placing it.

Example: a \$200,000 build plus a \$1,600 rack totals \$201,600. With a \$250,000 limit, you have \$48,400 left. If a piece puts you over budget, you may still add it, but the build cannot win until you reduce spending or change the budget.

Prices are shown in US dollars for gameplay. They are illustrative equipment prices, not supplier quotations or actual charges.

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# Add, arrange and customize components

Build the interior one piece at a time.

| Component group | What you can add                                                                                     |
|-----------------|------------------------------------------------------------------------------------------------------|
| Building        | Columns, steel beams, docks, doors, partitions, glazing, lights, mezzanines and stairs.              |
| Storage         | Pallet racking, parts shelving, cantilever racks, chilled rooms, secure cages and tanks.             |
| Products        | Industry stock, pallets, cases, bottles, drums, totes, tires, materials and other goods.             |
| Handling        | Forklifts, reach trucks, order pickers, pallet jacks, stretch wrappers, scrubbers and dock levelers. |
| Automation      | Conveyors, transfer tables, sorters, robots, packing arms and charging bays.                         |
| Workplace       | Desks, chairs, lockers, benches, terminals and staff facilities.                                     |
| Safety          | Barriers, bollards, fire equipment, first aid, eyewash, spill cabinets and waste equipment.          |

## Place a component

1. Open Components. Choose a group or use Search.
2. Select a piece and review the dollar-price popup. Choose Add to build.
3. Tap an open area inside the floor. The piece is placed and its cost enters your build total.
4. Use Cancel in the placement banner if you change your mind before placing it.

## Edit a placed component

Choose Select / move, then tap a component. Drag to move it, or open Selected piece on a phone. Set its label, X and Z position, width, depth, height and finish color. Storage pieces may also offer shelf levels and Fill with industry products. Choose Apply changes.

Rotate 90 degrees changes orientation. Duplicate creates another piece and shows its price popup. Remove deletes the selected piece and reduces the build total. Undo and Redo retain up to 50 design steps.

All floors stay 250 by 200 ft. In The building envelope you can change ceiling height from 12 to 40 ft. Resizing a component does not automatically change its price or storage-position count. Each project supports up to 500 components.

**04 / USER GUIDE**

# Move around the 3D warehouse

Use the best view for the task in front of you.

| Control              | What it does                                                          |
|----------------------|-----------------------------------------------------------------------|
| Select / move        | Tap a piece to select it; drag to move it. Drag empty space to orbit. |
| Orbit                | Drag to rotate the viewing angle without moving equipment.            |
| Pan                  | Drag to move the camera target across the floor.                      |
| Floor plan / 3D view | Switch between an overhead planning view and perspective 3D.          |
| Fit                  | Restore the default camera position and zoom.                         |
| Minus / Plus         | Zoom out or in. Two fingers also pinch to zoom; mouse wheel zooms.    |
| Floor grid           | Show or hide the floor-grid overlay.                                  |
| Goods route          | Show the connected receiving-to-packing path, if one exists.          |
| Labels / Roof beams  | Toggle component labels and extra overhead roof beams.                |

## Phone and tablet

Use the tabs below the view: Components, Selected piece and Challenges. Select / move is for placement; Orbit is for looking around. Dragging snaps positions to one-foot increments. Numeric fields allow finer positioning.

## Keyboard shortcuts

| Key                 | Action                                                        |
|---------------------|---------------------------------------------------------------|
| Arrow keys          | Move the selected piece by 1 ft in the floor X/Z directions.  |
| Shift + arrow       | Move the selected piece by 5 ft.                              |
| R                   | Rotate the selected piece by 90 degrees.                      |
| Delete / Backspace  | Remove the selected piece.                                    |
| Ctrl or Command + Z | Undo; add Shift to redo.                                      |
| Escape              | Cancel placement and selection; during a demo, exit the demo. |

Pause the operation before moving pieces. While the operation is running, use Orbit to inspect the scene. The arrow keys move along floor coordinates, so their direction may differ from what you see after rotating the camera.

## 05 / USER GUIDE

# Win contracts by thinking like an operator

A good-looking build also has to meet the selected goals.

Open Challenges and choose a design scenario. Contract board lets you select a contract and see saved wins. There are four contracts per industry. Choose Finish & tour to claim a win after all goals are met.

| Contract                    | The design problem                                                                                                                                      |
|-----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Balanced distribution       | Meet storage and packing targets, keep a connected route, avoid overlaps, fit below the ceiling, provide basic safety equipment and stay within budget. |
| The picking-route challenge | Meet the basic goals and keep the receiving-to-packing route at 25 ft or less.                                                                          |
| Automation on a budget      | Meet the basic goals; provide two robots, two charging bays, a conveyor and a connected route.                                                          |
| The peak-season rush        | Provide 25% more storage and 50% more packing capacity without raising the selected budget.                                                             |

## Use the live feedback

- Storage positions measure modelled capacity, not the number of individual products.
- Orders / hour is the sum of simplified packing-station capacity.
- Spending and the dollar-balance bar show whether the build fits your chosen budget.
- A red outline identifies overlapping floor equipment. Fix those pairs before trying to win.
- A ceiling goal identifies pieces taller than the building. Increase ceiling height or reduce equipment height.

## Test movement space

Select a 4, 6, 8 or 10 ft aisle-clearance model. Goods route uses a two-foot floor grid and the first loading dock and first packing station. Wider clearance can block a route that worked at a smaller setting.

The score shows completed goals. An over-budget build cannot win, even if other goals are complete. Basic safety checks confirm only that example equipment is present; they do not certify a real warehouse.

**06 / USER GUIDE**

# Stock the shelves and run the operation

Turn an empty layout into a distribution business.

## Choose what you sell

Product focus changes the stock appearance for the selected business. The Products group offers that industry's individual product pieces. Select and place those goods just like any other component; their price popup appears first.

## Fill storage

1. Select a storage piece and open Selected piece.
2. Check Fill with industry products, then choose Apply changes.
3. Or open Challenges and choose Stock all storage to fill all eligible storage pieces.
4. Choose View inventory to inspect designed capacity and whether each stock location is filled.

## Run the operation

Choose Run operation. Conveyor cartons and mobile robots animate along the connected goods route. The route is a conceptual flow demonstration, not an autonomous navigation controller. Choose Pause operation before editing equipment.

## Know what the model assumes

| Feature                    | Game assumption                                                  |
|----------------------------|------------------------------------------------------------------|
| Pallet racking             | 3 storage positions per shelf level.                             |
| Parts shelving             | 6 bins per shelf level.                                          |
| Chilled room / secure cage | 24 / 12 storage positions in this model.                         |
| Packing bench              | 35 modelled orders per hour.                                     |
| Robotic packing arm        | 55 modelled orders per hour.                                     |
| Conveyors                  | Demonstrate movement; do not add packing capacity by themselves. |
| Resizing                   | Does not automatically change price or storage-position count.   |

Stocking a shelf does not maintain a real accounting inventory. Model quantities represent positions or conceptual units. Open Model assumptions for the full explanation before using the figures to compare layouts.

## 07 / USER GUIDE

# Watch the demo and show your finished build

See the complete process, then make the workshop your own.

### Auto Play Demo

Choose Auto Play Demo in the header or Watch the complete Auto Play Demo on the start screen. It uses your selected warehouse type and product focus. The demonstration uses a \$150,000-\$250,000 budget and does not change your own project, budget or saved wins.

Twenty narrated steps take the scene from an empty floor through steelwork, docks, racking, products, handling equipment, automation and safety. The demo shows an overlap and an over-budget choice, fixes them, solves a peak-season challenge and finishes with a winning warehouse.

| Demo control        | What it does                                                  |
|---------------------|---------------------------------------------------------------|
| Pause / Resume      | Stop or continue the automatic presentation.                  |
| Speed: 1x / 2x / 4x | Change how quickly the presentation advances between steps.   |
| Next step           | Skip to the next stage; you can use it while paused.          |
| Replay              | Watch from the beginning after the demonstration is complete. |
| Exit demo / Escape  | Return to your original project and view.                     |

Normal playback takes about 2 minutes 32 seconds. Moving away from the app pauses presentation timing. At the end you can resume or pause the tour, replay, or exit.

### Finish & tour

Choose Finish & tour to see your result, total spending, remaining budget and unresolved goals. A valid result records a contract win. Explore the finished warehouse starts an orbiting 3D tour. Return to editing takes you back to the builder.

Save warehouse image downloads a PNG of the current warehouse view. Print floor plan opens the browser's print dialog with an overhead view; choose a printer or Save as PDF where available.

You can view and export an unfinished or over-budget warehouse, but those actions do not turn it into a winning build.

## 08 / USER GUIDE

# Save, back up and solve common problems

Protect your work before changing browsers or devices.

## How saving works

Design changes save automatically on this browser and device. Save writes the current project immediately. Each industry has one separate saved project, including its budget, product focus, active contract, aisle-clearance setting and completed contracts.

1. Choose Backup to download a project JSON file. Save a copy somewhere you can find it.
2. To use that project in another browser or on another device, open the app there and choose Restore.
3. Select the JSON file and confirm replacement. The app validates the file before loading it.
4. Use Undo if you want to reverse a restore. Back up different versions if you want more than one design for an industry.

## Add to home screen

On iPhone or iPad, open the app in Safari, choose Share, then Add to Home Screen. On Android, use Chrome's menu and Install app or Add to Home screen. On desktop, use the browser's install option if offered, or bookmark the app.

| Problem                        | What to try                                                                                                                    |
|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------|
| I cannot move a piece.         | Pause the operation, choose Select / move, and tap the piece. Use Selected piece fields for precise movement.                  |
| No goods route appears.        | Add a loading dock and a packing station or arm. Move obstacles away from their access areas, then try the clearance settings. |
| The score says OVER.           | Remove expensive pieces or choose a larger budget. Resolve the spending problem before claiming a win.                         |
| My project is missing.         | Use the same browser and device, or restore a backup. Clearing website data removes local projects.                            |
| A backup will not restore.     | Use an app-generated JSON project, not an image or PDF. The file must use supported dimensions, components and settings.       |
| The app will not open offline. | Open it online first and allow the core files to load. Offline availability depends on browser storage and successful caching. |

The app does not synchronize projects between devices. This is a creative planning game, not a structural design, construction, warehouse safety or code-compliance tool. Use professional guidance for a real installation.